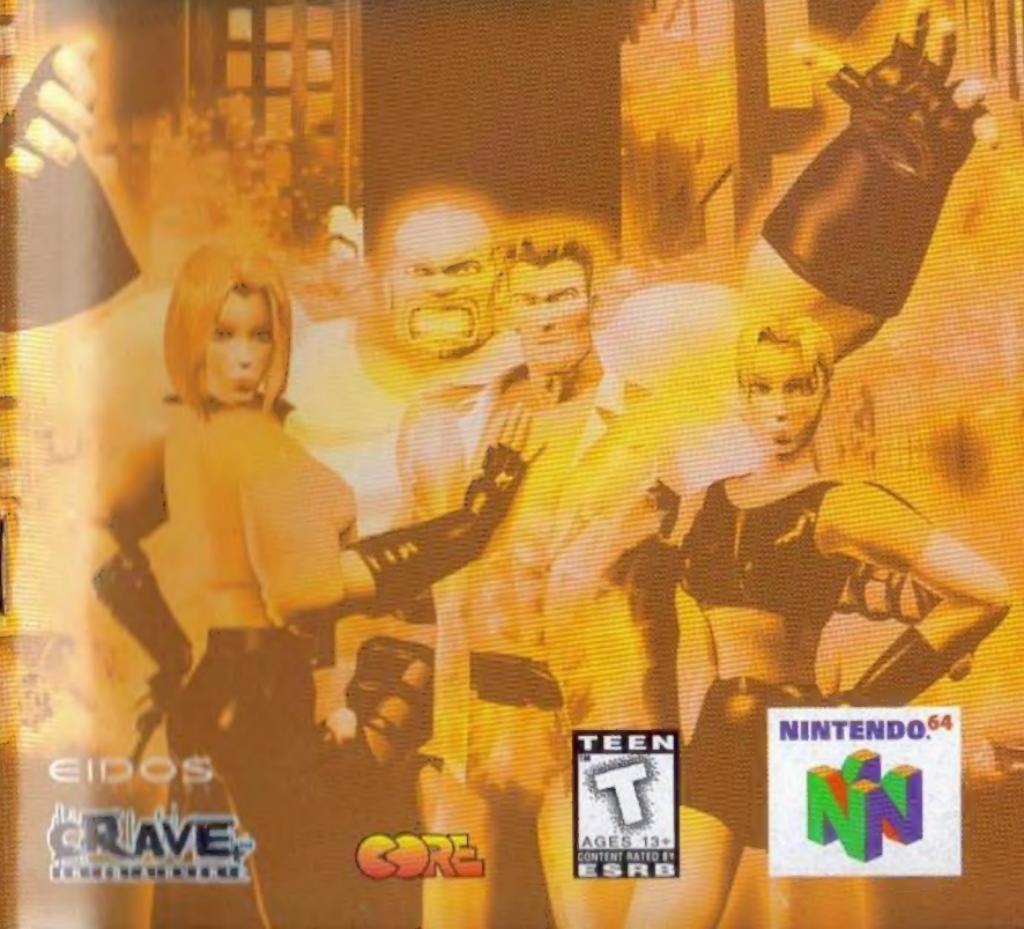


INSTRUCTION BOOKLET

FIGHTING FORCE 64



EIDOS

GRAVE
TENSE SUSPENSE

CORE

TEEN



CONTENT RATED BY
ESRB

NINTENDO⁶⁴



WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



LICENSED BY NINTENDO
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND
THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1996 NINTENDO OF AMERICA INC.

TABLE OF CONTENTS

INTRODUCTION	2
IN-GAME CONTROLS	4
NINTENDO 64 SETUP	5
STARTING THE GAME	7
OPTIONS SCREEN	8
CONTROLLER PAK OPTIONS SCREEN	9
SAVE GAME	10
IN-GAME DISPLAY	11
CHARACTER PROFILES	12
PICKUPS	17
CREDITS	18

INTRODUCTION

Place: Earth

Time: Years Past The Millennium

It is a few years past the Millennium and Dr Dex Zeng is INFURIATED.

As a former high powered GOVERNMENT AGENT with his nose in many areas (including the SEEDY and LICENTIOUS New York UNDERGROUND), as well as a renowned radical scientist and professor in Theology, Dr Dex Zeng TRULY believed the end of the world would come by the YEAR 2000.

EVENTS occurring toward the turn of the century confirmed to Dr. Zeng that the year 2000 would bring the ARMAGEDDON. The signs were clear! Zeng was so sure, in fact, that he even convinced many of his ex-employees (who happened to be prominent members of local militias) that this was fact and they helped him prepare for this almighty CONCLUSION.

Zeng is like a better functioning idiot savant. He is brilliant in what he does. He sets his mind to a goal and achieves it – no matter what.

Over the years, Zeng has developed a MEGALOMANICAL complex that many suspect may have been caused by the use of SYNTHETIC DRUGS he's made for the government and tested on himself and other family members.

Like the few megalomaniac's in history, he actually thinks he is the KEEPER of the EARTH. The Father Nature, the Chosen One. He feels that anyone in his PRESENCE should bow before him AS THOUGH he WERE a god.

When the MILLENNIUM hit us at 12:01 am January 1, 2000.....

NOTHING HAPPENED!

Filled with outrage intensified by those who surround him, Dr Dex Zeng insists that **SOMETHING WENT WRONG**.

He knows from his years and years of reading, teaching and hypothesizing that **IT WAS SUPPOSED TO HAPPEN**.

Fortunately, Dr. Zeng had a plan in **CASE** something like this did happen.

He is prepared to **FIX** the Apocalypse — to **FORCE** it -- to **CORRECT** the malfunction.

And the scary part is — **HE IS ONE OF THE VERY FEW WHO CAN MAKE IT HAPPEN!**

Dr. Zeng now believes that it is **HIS JOB**, to **AT ANY COST — END THE WORLD**. With the help of biological warfare devices and several militant followers, as well as his connections in the Underground, it shouldn't be difficult.

BUT, one of Dr. Zeng's lab assistants, Snapper, decides she can no longer stand this man's corruption and calls on a friend for help in stopping him.

With this act she helps bring together what will be known as one of the most **VOLATILE TEAMS EVER CREATED!**

IT'S TIME TO END ----- THE END OF THE WORLD

IN-GAME CONTROLS (default settings)

Control Pad No function in game (can be used for Menu Control)

Control Stick Use for in-game directional movement.

A Button Punch, or use to pick up objects when your character is directly over them.

B Button Kick, or use to discard object by throwing it.

C Buttons

Left Back-fist (punch behind you). Also can be used to discard object by throwing it.

Right No function

Up No function

Down Grab your enemy when in close proximity

R Button Zoom camera in and out of the screen.

L Button No function.

Z Button Use in conjunction with the Control Stick to run.

START Button Pause / Un-pause the game.

Menu Controls

Throughout all menus please use the Control Stick or Control Pad to navigate, the A Button to select and the B Button to go back one step.

Rumble Pak™

This game is compatible with the Rumble Pak accessory. Before using the accessory, please read the Rumble Pak accessory instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Rumble Pak accessory.

NINTENDO 64 SETUP

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional - Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



N64™ Controller



Back of Controller



STARTING THE GAME

Main Title Menu

Here you will be able to select the following options:

Start GameSelect to take you to the Character Select Screen

OptionsSelect to take you to the Options Screen.

Character Selection Screen

Here you will be able to select the character with which you wish to play. Simply highlight the character using the Control Stick or Control Pad and press the A Button to select. Once selected your game will begin.

Please note in 2 player games both players will not be able to select the same character. To play 2 player games at least 2 Controllers must be present.

OPTIONS SCREEN

Here you will be able to select your in-game options. Use the Control Stick or Control Pad to highlight, and where necessary, change the options. Pressing the A Button will apply your options and return you to the Main Menu Screen.

The options available to you are:

Difficulty.....EASY / NORMAL (Default) / HARD

Music VolumeUse Control Stick or Control Pad to set level.

SFX VolumeUse Control Stick or Control Pad to set level.

Stereo / MonoSTEREO (Default) / MONO

Controller Options.....Select and you will be presented with 8 pre-set control configurations, selecting your desired control setting will return you to the Options Screen

Controller Pak OptionsSelect to take you to the Controller Pak Options Screen.

CONTROLLER PAK OPTIONS SCREEN

Here you will be able to Save and Load your preferred settings, and also Load your previously Saved games. Highlight the option you wish to change using the Control Stick or Control Pad, then follow the on-screen prompts to make your alterations.

- Select Controller Pak** Use this option to select from which Controller Pak you wish to Load data.
- Load Settings** Use this option to Load a previously saved configuration.
- Save Settings** Use this option to Save your settings.
- Load Game** Use this option to Load a previously saved game.
- Erase Game Note** Use this option to Erase game notes.



SAVE GAME

At varying points in the game you will be prompted as to whether you wish to save your game. Follow the on-screen prompts to do so. Please note you will be given the opportunity to select which Controller Pak you will Save to if more than 1 is present.

IN-GAME DISPLAY

Player 1
character name

Player 1
score

Player 2
score

Player 2
character name

Player 1
energy
bar

Player 1
enemy's
name

Player 1
enemy's
energy
bar



Player 1
Lives

Player 2
Lives

CHARACTER PROFILES

Below, you will find detailed profiles of our main characters along with an example of a special move unique to that character.

NOTE: Experiment with different key combinations to discover more special fighting moves, but be careful as certain moves will deplete your energy.

MACE DANIELS

STATISTICS:

Age:	21
Height:	5'7"
Weight:	120 lbs
Hair:	Brunette
Eyes:	Green
Vitals:	38-22-31
IQ:	200

Sniper contacts a rough-and-ready Private Investigator who is well-known for her dealings with the city's underbelly. Mace is one hot woman with a taste for blood as well as desire. She's the one who teases and taunts you just before she takes you out.

Mace Daniels has heard of Dr. Zeng through Sniper and can't believe what she's hearing. She never thought of Dr. Zeng as dangerous, but then again, she hasn't exactly been paying attention to him.

She believes the freaked-out Sniper and sees this as an opportunity to get some of the things she loves most—danger, fame and fortune.

Mace is beautiful. She's not brash or loud or gaudy. She would prefer to her assailant rather than say, "Hey punk!" Mace is a woman aware of her sexual magnetism. Yet, she couldn't care less about men. She is always being pursued without giving ANYONE the time of day.

This coupled with her array of martial arts and weaponry skills, makes her a fighter who is the envy of men and women.

Special Move: "Grab and Flip"

C BUTTON ↓ to grab enemy, then C BUTTON ↓ again.

HAWK MANSON

STATISTICS:

Age:	26
Height:	6'2
Weight:	196lbs
Hair:	Blonde
Eyes:	Blue
Biceps:	36"
Chest:	48"
Neck:	20"
IQ:	187

A vigilante now, Hawk Manson was once a freedom fighter for all the social wrongs in the world. Well, nice guys finish last and Hawk learned that lesson all too well. He has run into Maca several times and though the two are acquainted, they have never spent any real time together. Hawk has seen Maca fight and this is the one thing that stirs him inside his nothing else. When Maca approaches him for the job—by pinning him to the ground, smiling a sexy smile and telling him that she needs his help, Hawk is DEFINITELY down.

Hmm...there's some sort of chemistry here, but both are too headstrong and stubborn to admit it.

Hawk has several likes at any given time, but he likes them all. He likes the sun, the moon, the stars, the ocean, the beach, the beach chair, the beach, the beach because he can sit there all day in a long, long shirtless tangle with a girl of his choice.

Special Move: "360 spin-kick"

Z BUTTON + A BUTTON

BEN (SMASHER) JACKSON

STATISTICS:

Age:	29
Height:	6'4
Weight:	280lbs
Hair:	Brown
Eyes:	Hazel
Biceps:	48"
Chest:	60"
Neck:	26"
IQ:	105

After Hawk Manson agrees on bringing Dr. Zeng down, he heads to one of the world's most dangerous prisons to find Ben (Smasher) Jackson.

Ben Jackson has been serving multiple life sentences and the prison is very fond of him. You see, they've been renting Ben Jackson out. The public doesn't know it, but it cuts down inmate deaths and above all, it brings the prison a wad of money every time he gets sent out.

The Prison's number one and repeat client is Ben's is Hawk Manson. Hawk has been bribing the prison for years. He wants Ben to be set free and made the bargain to "contract" Ben 15 times. Sorta like "Rent to Own".

Only a few problems: Ben is like a loose cannon. He smashes EVERYTHING in sight. His temper is immeasurable during heated times and you never know if he'll last one day next.



Special Move: "Smash and Dash"

CONTROL STICK + Z BUTTON (to run) then A BUTTON

ALANA McKENDRICK

STATISTICS:

Age:	17
Height:	5'5
Weight:	108lbs
Hair:	Blonde
Eyes:	Blue
Vitals:	28-20-28
IQ:	240

Alana is a raver. She spends her nights dancing away and most of her days with Little, slacking off like she does. The semester is over and Alana is enjoying all the college house parties where she hangs with her friends.

Alana has been planning on getting an antidote to Dr. Zeng ever since he tried to experiment on her with drugs he had created.

We find out that Alana is Dr. Zeng's illegitimate daughter and not out of vengeance, but RESPONSIBILITY, does she decide the most this time why to stop her stepfather from doing this to others.

When Macie comes to her and asks for help, Alana is annoyed. A little too annoyed. Macie wonders if Alana, at her young age, really understands how dangerous this is. Believe me, Alana knows. It's just not her style to get serious until she's kicking butt and letting the poor baddies will CRACK!

Special Move: "Double-Barreled Chest Kick"

C BUTTON + the right analog stick C BUTTON + the left analog stick off

DOCTOR ZENG

STATISTICS:

Age:	Unknown
Height:	6'3"
Weight:	200lbs
Hair:	N/A
Eyes:	Grey
ID:	None



This crew bust has his name all over everybody's lips. It appears that Dr. Zeng is up to no good, but what is he doing? Is Doctor Zeng trying to destroy the world as we know it. What he is really doing is still a total mystery but it does involve some low down dirty tricks!

PICKUPS

Be on the lookout for First Aid Kits and food items to replenish your health during your mission. Try punching and kicking as many objects as possible for they may conceal useful items. Crates and barrels (among other things) can also be used as weaponry throughout the game. You never know what you might find!

When enemies are defeated certain items may appear (coins, cash, gold bars, jewels). Pick up as much as you can to increase your score.

Use your special moves sparingly. Some of them will deplete your energy.

Be on the lookout for hidden pickups. You'll need as many points as possible to unlock later levels.

CREDITS

FOR CORE DESIGN, LTD.

N64 Programming

Alex Davis

Original Programming

Mac Avery

Neil Topham

Audio Programming

Sean Dunlevy

Graphic Artist

Jerry Oldrieve

Gary Tonge

Roberto Cirillo

Brian Flanagan

Andy Sandham

Darren Wakeman

Music & SFX

Martin Iveson

Producer

Ken Lockley

Executive Producer

Jeremy Heath-Smith

FOR EIDOS INTERACTIVE

Producer

Mike Schmitt

Director of Development Operations

James Poole

QA Manager

Michael McHale

QA

John Arvay, Tim Moore, Corey Fong,
Rudy Ellis, Clayton Palma,
Greg Coleman

Vice President of Marketing

Paul Baldwin



Product Manager

Marketing Support

Special Thanks

Extra Special Thanks

Gary Keith

Sutton Trout, Kelly Zavislak,
Susan Boshkoff, Tricia Gray,
Michelle Bravo, Lee Wilkinson

Marc Silvestri and Top Cow
Productions for their work on the
Fighting Force characters and
storyline. Matt Miller, Tom Marx,
Frank Horn, Mike Kawahara,
Mike Gilmartin, Eric Adams,
Mike McGarvey, Dave Cox,
Keith Boesky, John Kavanagh,
Jo-Kathryn Reavis, and everyone
else at Eidos Interactive.

Adrian & Jeremy Smith, Ken Lockley,
Troy Horton, Andrew Thompson, Jane
Gilbertson, Kate Thornton, Candice
Uyloan, Ryan Villiers-Furze, Jay Baer,
Mike Arkin, Susie Hamilton, and
everyone else At CORE DESIGN, LTD.

Check out what Crave has to offer.

WWW.CRAVEGAMES.COM



Contests • Online Chats and Events •
Latest Product Information

NOW AVAILABLE

YOU'VE GOT TO HAVE A LOT OF BALLS
TO PLAY A GAME THIS REAL

(SIXTEEN TO BE EXACT)

Virtual Pool 64™
Available
Now! GameStop

realistic pool
the risk of getting
www.IGM4.com

Virtual Pool 64™
feels incredible touch
and precision to your game.
With unsurpassed, ultra-real physics
you'll control the power behind every break
tap and pocket.

of difficulty and two-person, multiplayin
beginners, beginners and experts
will both enjoy the challenge of
Virtual Pool 64.



CRAVE

WWW.CRAVEGAMES.COM



CRAYE HINT LINE

1-900-903-HIT

Cost of Call \$0.95 per minute. Must be 18 years or have
Parent's permission. Touch Tone Phone required.



NOTES

NOTES

WARRANTY AND SERVICE INFORMATION

Limited Warranty

Crave Entertainment, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. Software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program is sold "AS IS"— and without any expressed or implied losses or damages of any kind resulting from use of this program.

If the CRAVE ENTERTAINMENT, Inc. software product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying CRAVE ENTERTAINMENT, Inc. software product provided it is returned by the original purchaser, postage paid, with proof of purchase, to CRAVE ENTERTAINMENT, Inc.'s Factory Service Center.

TO RECEIVE THIS REMEDY

1. DO NOT return your defective CRAVE ENTERTAINMENT, Inc. software product to the retailer.
2. Send the defective product to CRAVE ENTERTAINMENT, Inc. Factory Service Center at:

Crave Entertainment Factory Service Center
19645 Rancho Way, Rancho Dominguez, CA 90220

When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong with this product. The remedy provided above is your exclusive remedy if the CRAVE ENTERTAINMENT, Inc. software product does not comply with this Limited Warranty.

This warranty shall not be applicable and shall be void if the defect in the CRAVE ENTERTAINMENT, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATION IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICIPATING PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Crave Entertainment, Inc.
19645 Rancho Way, Rancho Dominguez, CA 90220
(310) 687-5400



EIDOS

G.R.A.V.E.

G.R.A.V.E.
GRAVE

Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

PRINTED IN U.S.A.